

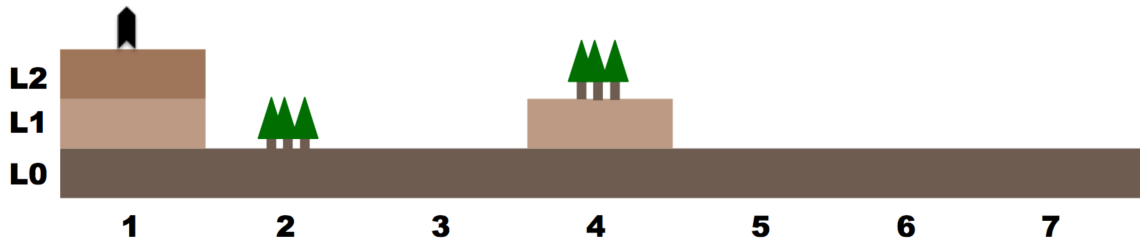
Line of Sight (LOS) Rules Addendum for Conflict of Heroes: Awakening the Bear, Second Edition

Black/red italicized text is that which has been added to/alterd from the original rule text.

Red text accompanies the Figures for added clarification.

11.3 Elevation, **Blocking Terrain** and Line of Sight (LOS)

Blocking Terrain is any feature that blocks Line of Sight. *This also includes elevated open terrain.* All Woods and Buildings act as L1 Blocking Terrain for LOS purposes.

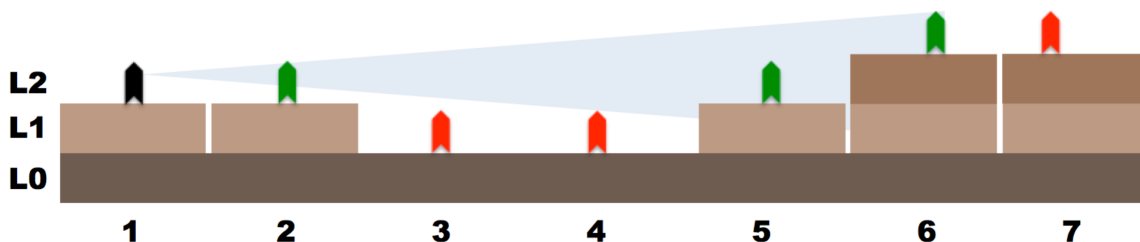


Woods or buildings on L0 hexes equate to L1 Blocking Terrain (Hex 2). Woods and Buildings are added to Hill heights for LOS determination. The L1 hill at Hex 4 with woods equates to an L2 Blocking Terrain.

11.4 Plateau Effect

A unit looking up a hill can see the first higher L1 or L2 hex, but no same level hexes beyond it. *This applies to all hexes, regardless of the distance from the unit.*

For units at elevated positions (L1 and L2) looking down, the effect is the opposite: they may see any number of unobstructed hexes at that elevation, but do not have visibility on hexes of lower elevation if there are hexes of higher or equal elevation between them and that lower hex.



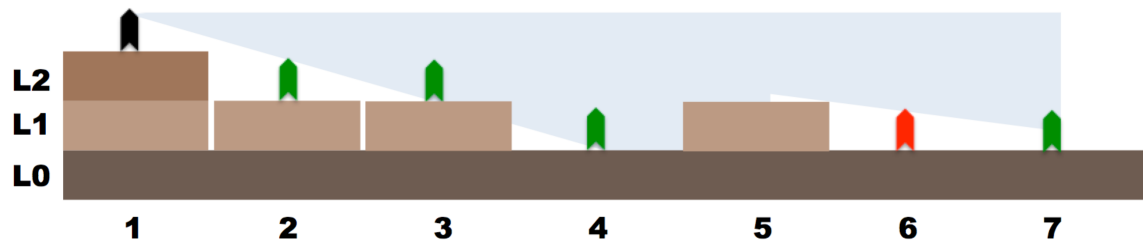
In the above example, the unit at Hex 1 (L1) cannot see the unit at Hex 7 (L2) because of the lookup plateau effect (the first higher visible hex is Hex 6 (L2), which is visible). Also, because there is an L1 hex next to the unit at Hex 1, no L0 hexes at or beyond Hex 3 are visible.

11.5 Blind Spots

Hexes directly behind any Blocking Terrain are blind spots and out of LOS to units located on higher levels (and vice versa).

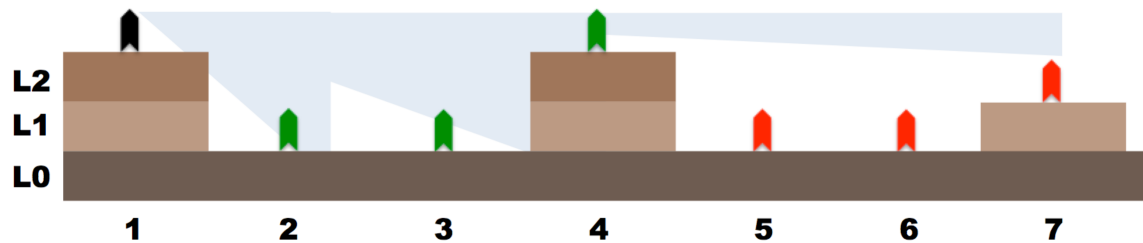
An open terrain hill hex does not create a blind spot for attacks originating and ending along the same hill slope, *however, open terrain hill hexes not on the same slope do create blind spots.*

“Same slope” is defined as all hexes adjacent to an elevated hex that have the same or lower elevation. If an adjacent hex is of a higher elevation as a hex, it is no longer part of the same hill slope.



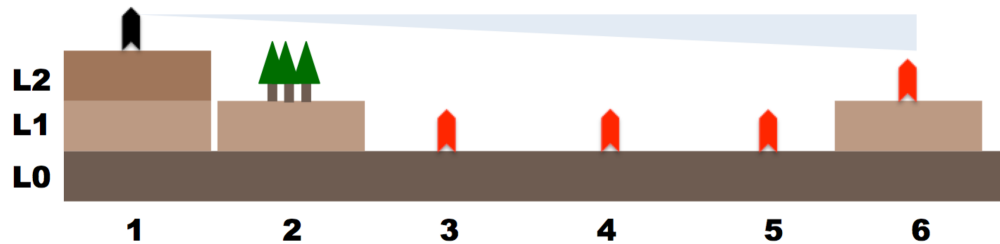
Hexes 1 (L2), 2 (L1), 3 (L1) and 4 (L0) comprise a hill slope and therefore, all units on it are visible. Hex 5 (L1) elevation is higher resulting in the hill slope terminating at Hex 4. A terrain hex that is below the firing unit, but above the target hex, and not on the same hill slope creates a one hex blind spot. Here, Hex 5 (L1), which is not on the same slope, creates a one hex blind spot in Hex 6 (L0). The unit in Hex 7 (L0) is not in the one-hex blind spot.

A terrain hex at the same elevation as a unit creates an infinite blind spot behind it at all elevations below the unit's elevation due to the Plateau Effect (11.4).



The L2 Hex 4 creates a blind spot for all hexes in that direction that are below an elevation of L2.

Woods and buildings at a lower elevation can also create a Plateau Effect as shown below:



Woods at Hex 2 (L1) act exactly the same as open L2 terrain for LOS purposes. Therefore, no units below elevation L2 would be visible behind Hex 2.

11.6 Steps for determining LOS

1. Draw a line from your unit to the target hex. Remember to adjust each hex elevation for Woods / Buildings (Ex: L1 terrain is Blocking Terrain level L2 if there are Woods/Buildings on it)

Tip: The less cluttered Artillery Planning / Hidden Movement maps, which can be downloaded from Academy Games, are useful to determine Blocking Terrain levels over a long distance (Ex: when Artillery spotting).

2. Determine the relationship, in terms of elevation, between your unit's hex and the target hex.

If the target hex is at the same elevation as your unit, you have LOS so long as there are no hexes of higher Blocking Terrain levels between you and the target.

If the target hex is above your unit, you have LOS so long as there are no hexes between you and the target that are at the same Blocking Terrain level as the target (Plateau Effect).

If the target hex is below your unit, first determine if the target is on the same hill slope.

If so, LOS exists if there are no hexes of higher Blocking Terrain levels between you and the target.

If the target is not on the same hill slope, then check that:

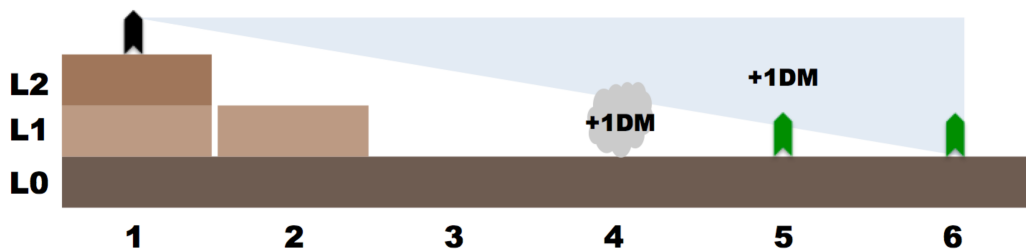
a. *There are no hexes of equal or higher Blocking Terrain levels between you and the target (Plateau Effect).*

b. *The target is not directly behind a hex that has a Blocking Terrain level below your elevation, but above the target's elevation (Blind Spot).*

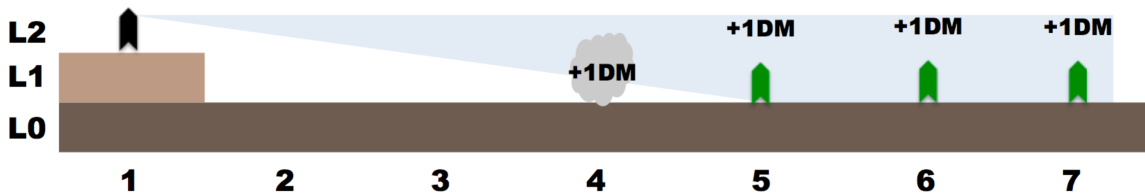
13.0 Smoke

Each +1DM worth of smoke acts as a L1 LOS Blocking Terrain, however, +1DM worth of smoke does not have an effect on LOS unless other smoke exists which could impact visibility.

When considering the impact of +1DM worth of smoke, the player adjusts the Defense Modifier value of units obscured by the smoke. Depending on the elevation of the firing and target units, defenders may or may not gain the modifier afforded from smoke. The method for accomplishing this is similar to that of determining LOS via the Blind Spot and/or Plateau Effect determination process.



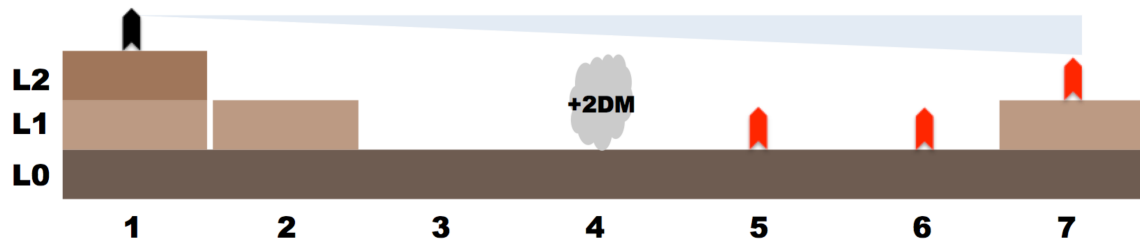
A +1DM of smoke is on Hex 4 (L0). The smoke acts as L1 Blocking Terrain when determining which units benefit from the +1DM. Similar to the Blind Spot rule, the unit in Hex 5 (L0) is in the smoke's "blind zone", but since it is +1DM smoke, the firing unit still has LOS to the unit in Hex 5; the difference being the defender in Hex 5 gains one DM point. The unit in Hex 6 is not in the smoke's zone of protection (just as in the Blind Spot rule, the blind spot is only one hex) and therefore can be seen and does not gain any DM points.



The Plateau Effect affects the DM allocated to units as well. As with the example above, +1DM smoke does not affect LOS.

+2DM Smoke acts as L2 Blocking Terrain and does have an impact on LOS. Since smoke effects are cumulative, two collocated +1DM smoke equates to a +2DM smoke in terms of LOS and Blocking Terrain DM determinations. Therefore, when determining LOS, a +2DM at L0 has the same impact as a L2 terrain, or a Woods at an L1 elevation.

+2DM smoke creates an L2 Blocking Terrain.



The Plateau effect created by a +2DM smoke at L0 obscures all units at L0 and L1.